

Let's Talk Annapolis Questions for the Conversations

"Let's Talk Annapolis" is a 6-month community dialogue process to engage the community in thinking about three "big questions". The questions are:

1) Quality of Life: How do we protect and improve our quality of life?

Many people talk about the quality of life in Annapolis, and to everyone it means a slightly different thing. How do we even <u>define</u> the quality of life in Annapolis? Quality of life is a collection of many features - some very personal, some rooted in the community, some shaped by national and even international forces. What are the most important parts of our quality of life?

2) Building a community: How do we build a unified community?

Annapolitans are incredibly varied. We fall all along the spectrums of old to young, rich to poor, native to newcomer. We are of numerous racial and ethnic heritages. Our needs and wants, from social services to social circles, differ accordingly. Our identities are often linked heavily to the specific neighborhood we live in. Often, this is not conducive to feeling like a member of the whole, but rather a member of only a part.

3) The future of Annapolis: What should Annapolis become over the next 10 to 20 years?

The character of a city centers on three things - its built environment, its natural environment, and its people. The historic center of Annapolis defines much of our character. But, the other unique parts of town also do this in their own way. Concentrating on preserving the elements we cherish and improving those that we do not will define what the City will become in the future.

The people who inhabit these spaces, both to live and work, are the other side of this coin. As we make policies, we will shape the make up of this population for the next generation. How do we allow Annapolis to be a community that spans the generations?

Thinking about these three questions should lead to a fourth:

4) What should we do to address these questions? What is one action? Who should do it? What might it cost? How do we pay for it?